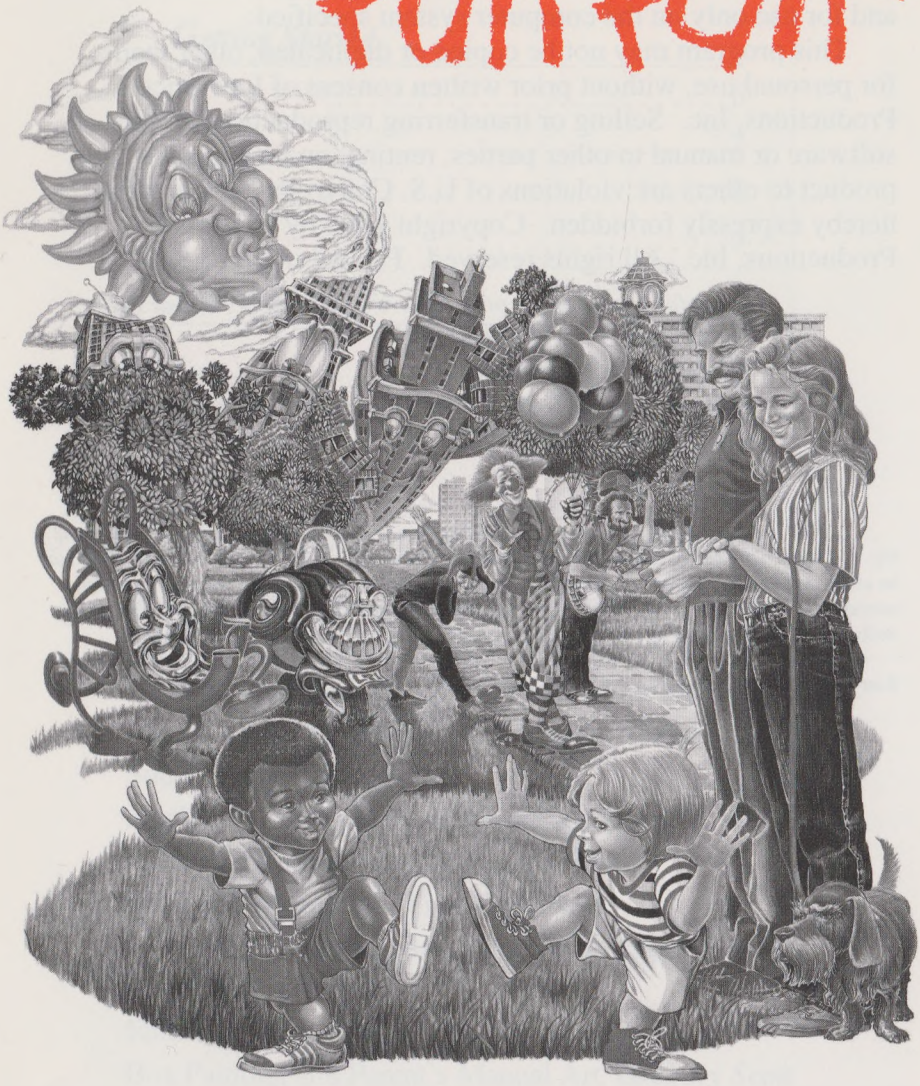
McGee at the Fun Fair



Parent's Manual

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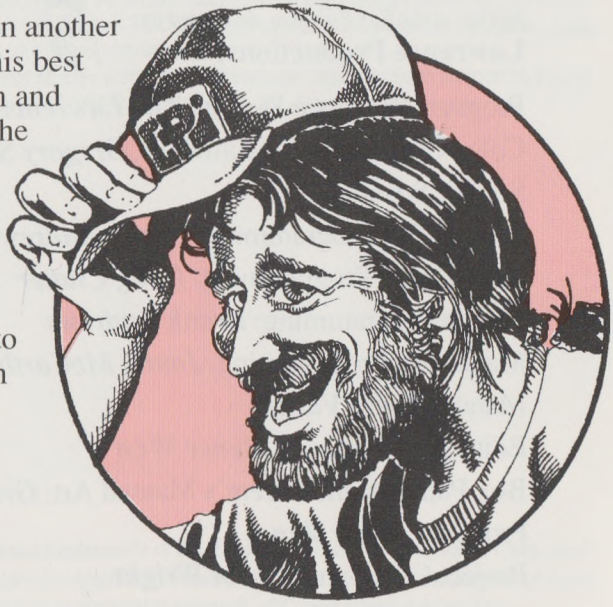
Welcome to McGee's World

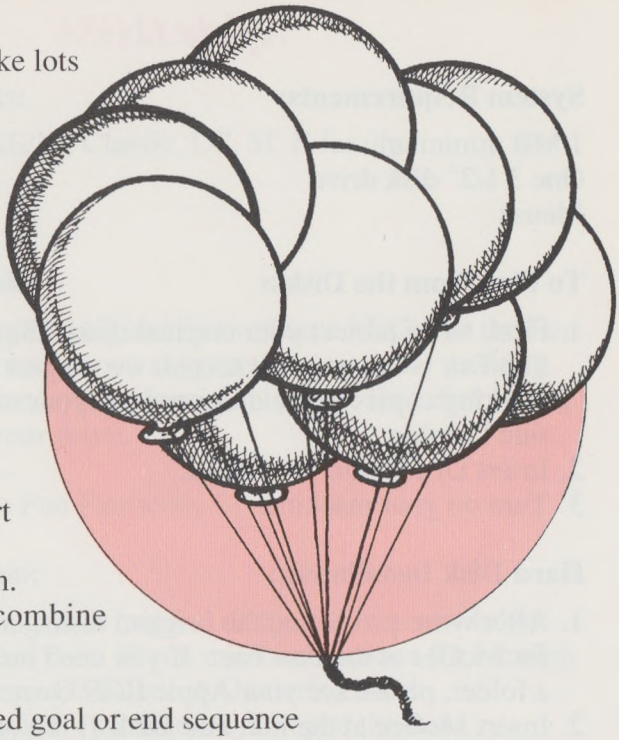
Like most preschoolers, McGee likes to get up in the morning before anyone else does. He's full of energy and curiosity, and early morning is the best time to explore. He can brush his teeth, watch a little TV, maybe feed the dog a biscuit or try to wake up Mommy — McGee does all that, and more, in the first of Lawrence Productions' NO WORDS Software programs, **McGee**.

The second NO WORDS Software program sends McGee on a visit to Katie's Farm. There, McGee and his favorite cousin, Katie, ride a horse and go fishing, pick raspberries and gather eggs. They watch Aunt Thelma milk the cow, and play with a toy boat at the edge of the pond. On **Katie's Farm,** there's enough to do and explore for a whole day of fun.

Now McGee is off on another adventure. He and his best pal, Tony, take Mom and Dad to the park for the summer Fun Fair. All the local entertainers turn out for a day of fun. A clown twists squeaky balloons into animals. A One-Man Band creates crazy music, and a Guitar Player strums a few chords of her own.

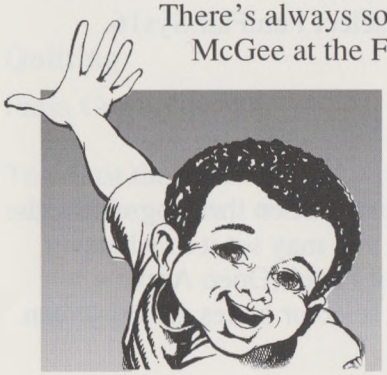


McGee and Tony make lots of new friends. And, later on, they can romp on the playground.



When your child chooses one of the selections at the bottom of the screen, **McGee at the Fun Fair** comes to life. If the selection is a picture of another part of the park, McGee moves to that location. All other choices combine sound and animation.

With no predetermined goal or end sequence in the program, your child alone determines where McGee goes and what he does, and can explore McGee's world for any length of time without having to restart the program.



There's always something new to discover with McGee at the Fun Fair. When you've made the tour once, go back and try it again. We guarantee you won't see exactly the same things on your second trip!

Apple IIGS

System Requirements:

1 MB minimum
One 3 1/2" disk drive
Mouse

To Play from the Disks:

1. First, write-protect your original disks. Since McGee at the Fun Fair is not copy-protected, we suggest that you make working copies of the disks and put your originals away for safe keeping.
2. Insert Disk 1 into your drive.
3. Turn on your machine.

Hard Disk Installation:

1. After write-protecting the original disks, create a new folder for McGee at the Fun Fair. If you need instructions for creating a folder, please see your Apple IIGS Owner's Guide.
2. Insert McGee at the Fun Fair Disk 1. To open the disk, double-click its icon. Drag everything except the system folder and the ProDOS file to the new folder.
3. Insert McGee at the Fun Fair Disk 2. Open the disk and drag everything to the new folder.
4. To launch McGee at the Fun Fair, select Fun.Fair.Sys16.

To Quit:

Press **Open Apple + Q**

The volume level is automatically set to 5 when the program loads. If this is too loud or not loud enough, you may set it to whatever level you like by accessing the Control Panel (Open Apple + Control + ESC) at any time while the selector boxes are on screen.

Macintosh

System Requirements:

Macintosh Plus, SE, SE/30, Classic, LC, SI, II family
One 3 1/2" disk drive
Mouse

To Play from the Disks:

1. First, write-protect your original disks. Since McGee at the Fun Fair is not copy-protected, we suggest that you make working copies of the disks and put your originals away for safe keeping.
2. Insert Disk 1 into your drive.
3. Open the disk.
4. Double-click on the Fun Fair icon.

Hard Disk Installation:

1. After write-protecting your original disks, create a new folder for McGee at the Fun Fair. If you need instructions for creating a folder, please see your Macintosh Owner's Guide.
2. Insert McGee at the Fun Fair Disk 1. To open the disk, double-click its icon. Drag everything to the folder.
3. Repeat the process for Disk 2.
4. To start McGee at the Fun Fair, double-click on the Fun Fair icon.

Quitting:

Press **Command** (⌘) + **Q**

To adjust the volume level while running the program, press a number key from 1 to 9, or 0 to turn the sound off.

Getting Started

Amiga

System Requirements:

1 MB minimum
One 3 1/2" disk drive
Mouse

To Play from the Disks:

1. First, write-protect your original disks. Since McGee at the Fun Fair is not copy-protected, we suggest that you make working copies of the disks and put your originals away for safe keeping.

2. Boot your Workbench™ diskette.

3. Insert McGee at the Fun Fair Disk 1. This will cause a disk icon called **Fun.Fair1** to appear on your screen.

4. Double click on **Fun.Fair1** to open a window.

5. Double click on the Fun Fair icon to start program.

Hard Disk Installation:

1. After write-protecting your original disks, make a new drawer called FUNFAIR on your hard drive.

2. Open a CLI or Shell window.

3. With Disk 1 in your drive, type
   COPY Fun.Fair1:#? TO *drive*:**FUNFAIR**

4. With Disk 2 in your drive, type
   COPY Fun.Fair2:#? TO *drive*:**FUNFAIR**

5. Type **ENDCLI** to return to the Workbench™

Quitting:

Press **Right Amiga + Q**

IBM/Tandy

If you plan on playing **McGee at the Fun Fair** from the floppies, and you have a 3.5" drive, we recommend that you allow your child to load and run the program by himself. Because 5.25" disks are more fragile, you may want to assist your child if you use those disks. We also recommend that you make backup copies of the disks and run the program from them, or install the program on a hard disk, putting your original disks away for safekeeping.

STARTING THE PROGRAM

1. Start up your computer using your DOS disk.
2. If you have a mouse, install it now according to the instructions that came with it.
3. When you see the A> prompt, remove the DOS disk and replace it with the program's Disk 1.
4. Type FAIR and press Enter.
5. If you are running the program for the first time, you will automatically go through a setup procedure, called MSETUP, that determines what type of equipment you are using. Simply answer the questions as they appear. You'll only have to do this once unless you wish to change your answers to any of the questions at a later time, in which case you may run MSETUP whenever you wish. MSETUP creates a file called MCONFIG which contains the information about your machine that determines how the game will play. With Disk 1 in drive A, type **MSETUP** and press Enter.

SPECIAL SOUND NOTE: Due to the widely varying quality of internal speakers used in various computer models, you may have some difficulty understanding the digitized sounds that accompany the animated sequences in these programs. For that reason, we have included a "No Sound" option in the MSETUP program. By selecting this option, your child can still enjoy the animation, and may in fact be encouraged to provide sound effects of his own. For optimum enjoyment though, we recommend that you obtain one of the optional sound devices listed on the front of the package.

HARD DISK INSTALLATION

You may install McGee at the Fun Fair on your hard disk by following these steps:

1. Set your current drive and directory to the location where you want to install the program. We suggest creating a directory called FUNFAIR. You can do so by typing **MD FUNFAIR.** See your DOS manual if you need more information on creating and using directories.
2. Insert Disk 1 into drive A. Type **COPY A:*.*** and press Enter. This will copy all necessary files from Disk 1 onto your hard disk. Repeat this process for the remaining disk(s).
3. Run the MSETUP program and answer the questions according to your current equipment configuration.

NOTE: Alternately, you may use the Hard Disk installation option included on the MSETUP menu. With Disk 1 in your drive, type **MSETUP**. When the program asks what kind of drive you'll use, select #5 Hard Drives. If you want to continue the installation now, answer Y for yes. Then follow the prompts to designate the appropriate drive and directory. Once the installation is complete, your current drive and directory will automatically be set to the one you chose to install the program to, and the MCONFIG file will be written to this directory rather than to the floppy. Unless you wish to change your configuration, you need only type FAIR to begin playing from now on.

SPECIAL KEYS

To QUIT the program, hold down the **ALT** key and press **X** (Alt-X).

If you are using the keyboard to play the game, use the Arrow Keys to move the cursor box left and right. To select a box, press **Enter** or the **Spacebar**.

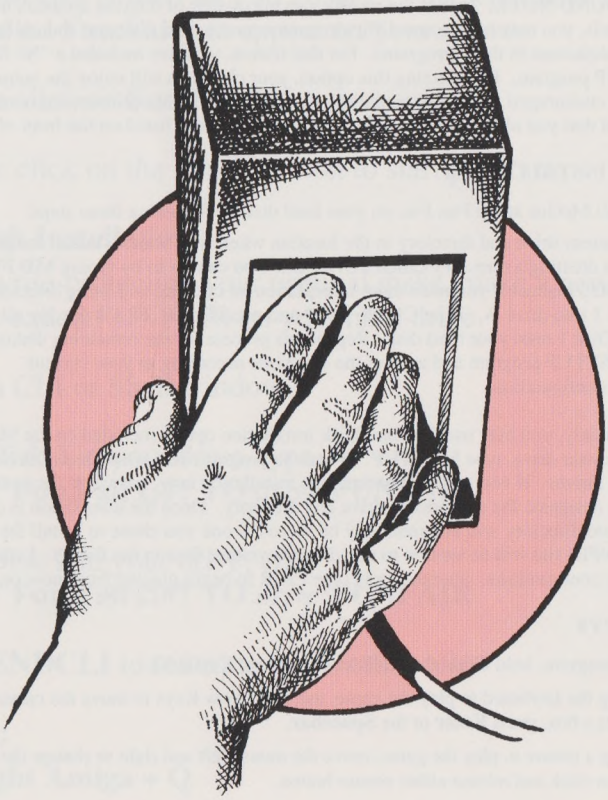
If you are using a mouse to play the game, move the mouse left and right to change the position of the cursor box, then click and release either mouse button.

What is NO WORDS Software?

The NO WORDS Software series was created especially for children with limited fine motor skills who have not yet learned to read. Since there are no words in the programs, reading is not required, and cursor movement is limited so that every time your child clicks the mouse something will happen — with no possibility of failure or frustration caused by clicking on "dead" areas. And if the game is played from the floppies, your child is graphically and verbally prompted if a disk change is necessary.

With these features, your child can load and run a NO WORDS Software program all by himself.

What a sense of accomplishment!



What Does It Do for My Child?

A child's desire to control a computer can motivate the development of fine motor skills, eye-hand coordination, the understanding of symbols, and figure-ground perception. Computer use can increase self-esteem, language use and social development. In fact, children's language activity is almost twice as high at the computer as at other activities such as blocks, clay, art, or games.

Giving your child control of the computer gives him a sense of worth and trust in himself. NO WORDS Software helps to build those skills your child will use throughout the rest of his life.

And, most of all, it's fun.

What to Do at the Fun Fair

Put your child in control. Let him move the mouse back and forth and push the button. You'll be amazed at how delighted he is to be in charge of the program.

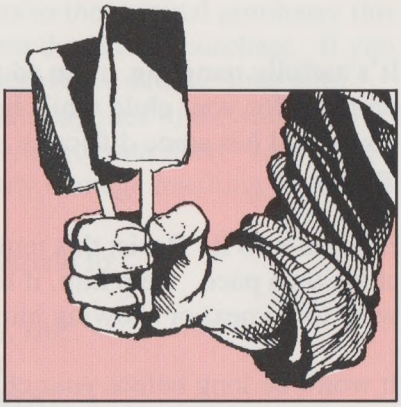
Encourage your child to explore and try different things, but don't discourage him from choosing the same selection time after time — young children rarely tire of seeing things over and over again, and repeating actions reinforces your child's sense of control.

Preschoolers like to receive lots of feedback from mom and dad. Ask your child what McGee is doing. Encourage him to describe what is going on in the program, what he thinks will happen when he makes a selection.

Try pointing to a portion of the screen and asking your child which selector box at the bottom matches the picture above.

You might even ask your child to draw a map of the park, using little circles, to show how each area is connected.

Encourage your child to tell what is happening as he goes from place to place. Help him invent a story around the action.



If you have other NO WORDS Software programs, try playing them one after another as if they were parts of one big adventure. For example, start with McGee, in which McGee gets up, brushes his teeth and takes a shower, then wakes Mommy up. Help your child create a conversation between McGee and Mommy:

"Mommy, can we go to the Fun Fair today?"

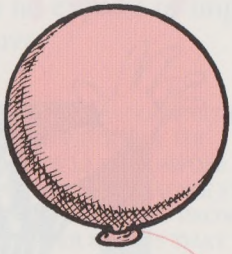
"Sure, McGee. Let's take Tony, too. Okay?"

"Yup!"

Then load **McGee at the Fun Fair** and continue the story.

Most preschoolers like to play with other kids. Put two or three in front of the machine and let them take turns. Then stand back and listen to them chatter!

We tried to give your child a lot of freedom to discover what goes on in McGee at the Fun Fair. Won't you come along?



Don't Touch that Mouse!

It's awfully tempting, as an adult, to grab the mouse and run the program for your child while he looks on, especially if, at first, your child has some difficulty understanding how to control the mouse.

But don't do it! Resist this temptation. Allow your child to learn at his own pace. Help him, if he needs it, by gently suggesting what to do next or showing him how the selector boxes work.

It won't be long before your child feels a great sense of control over the machine — and you may not be able to get the mouse away from him!

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Defective software should be returned to:

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1800 South 35th Street
Galesburg, MI 49053-9687
Phone: (616) 665-7075

All returns must include the original distribution disks and a brief description of the problem. Please be sure to include your name, address, and telephone number.

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